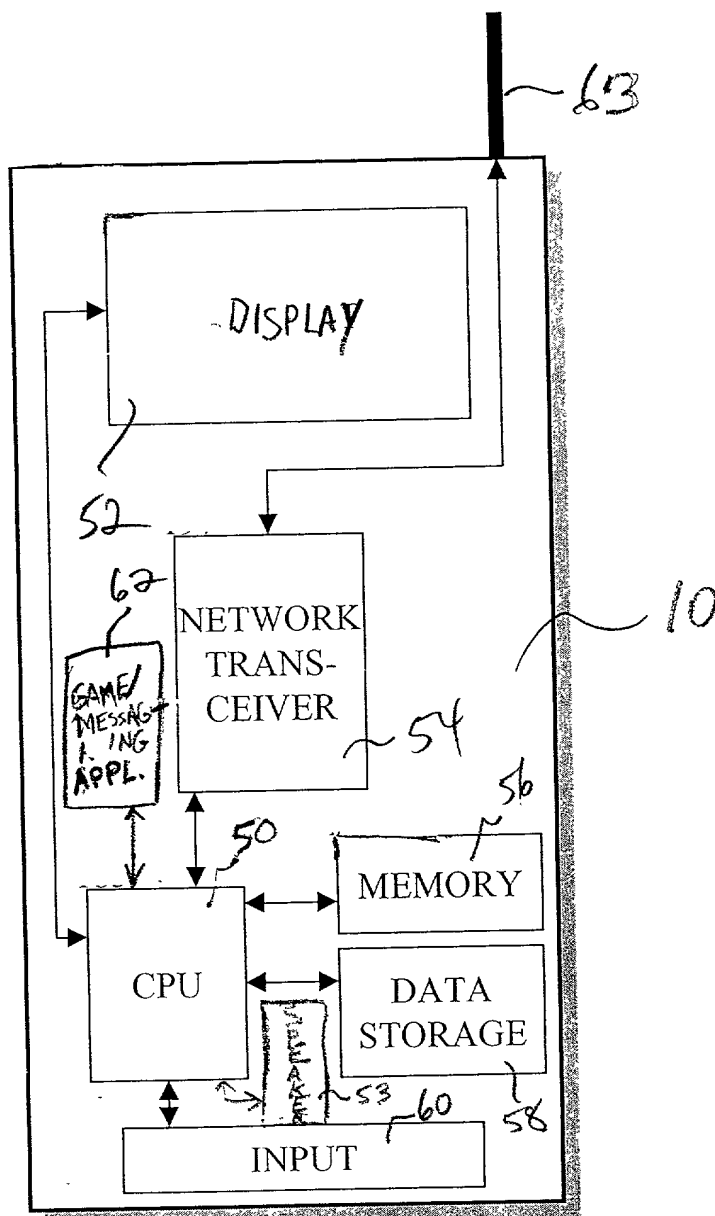


FIG. 1

Fig. 2



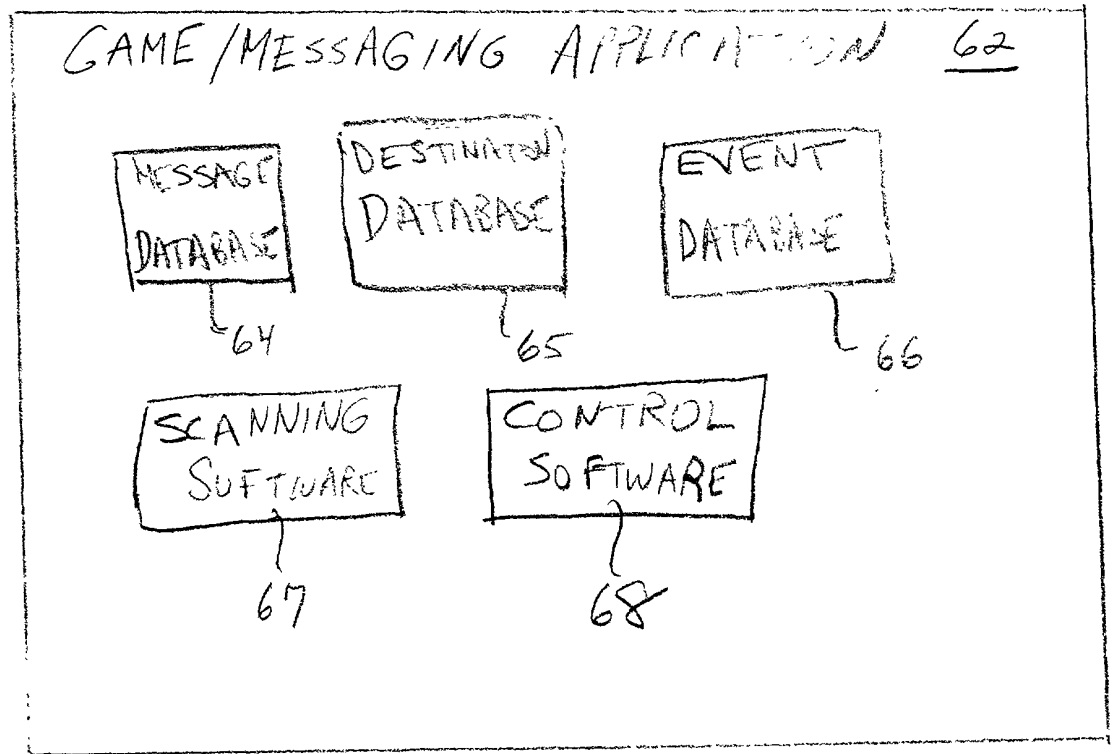


FIG. 3

# Game terminal database

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Player #	terminal type	terminal capability	message type	Destination Address
player 1	Nokia 3210		picture message	Address 1
player 2	Nokia 6210		picture message	Address 2
.....	.....		.....	.....
.....	.....		.....	.....
.....	.....		.....	.....
.....	.....		.....	.....
player 22	Nokia 2110		text message	Address 22
player 23	Nokia multimedia		video message	Address 23
.....	.....		.....	.....
.....	.....		.....	.....
.....	.....		.....	.....
.....	.....		.....	.....
player xxxx	terminal yyyy		message zzzzzz	Address xxxx

FIG. 4

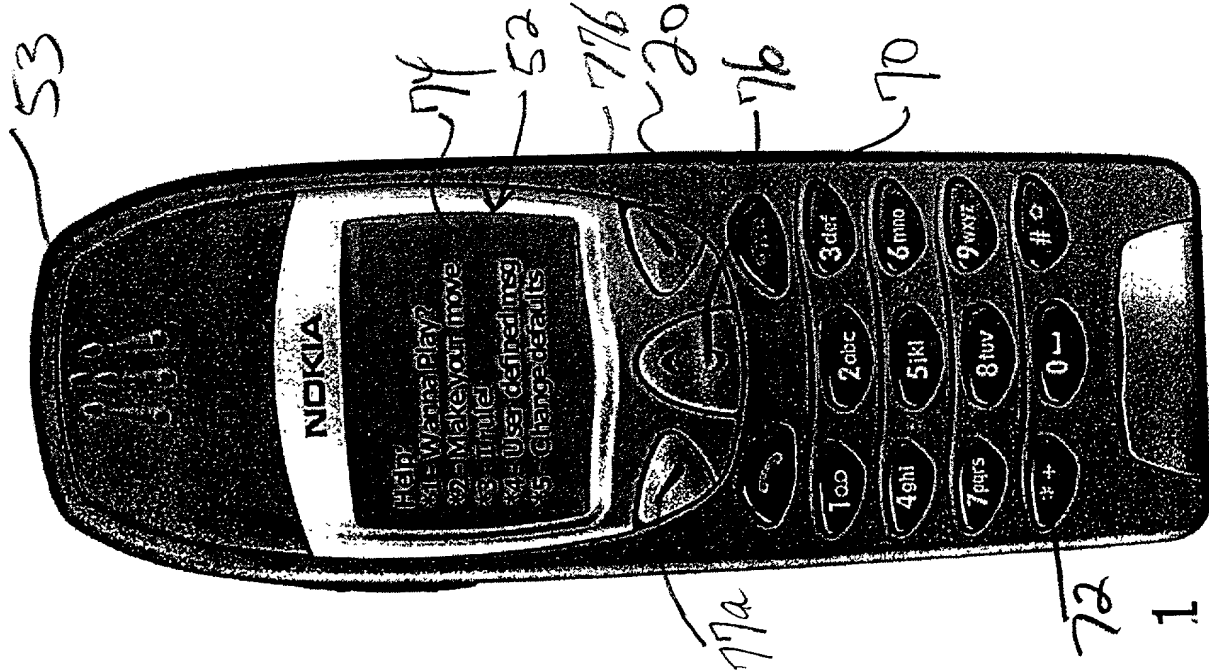


FIG. 5A

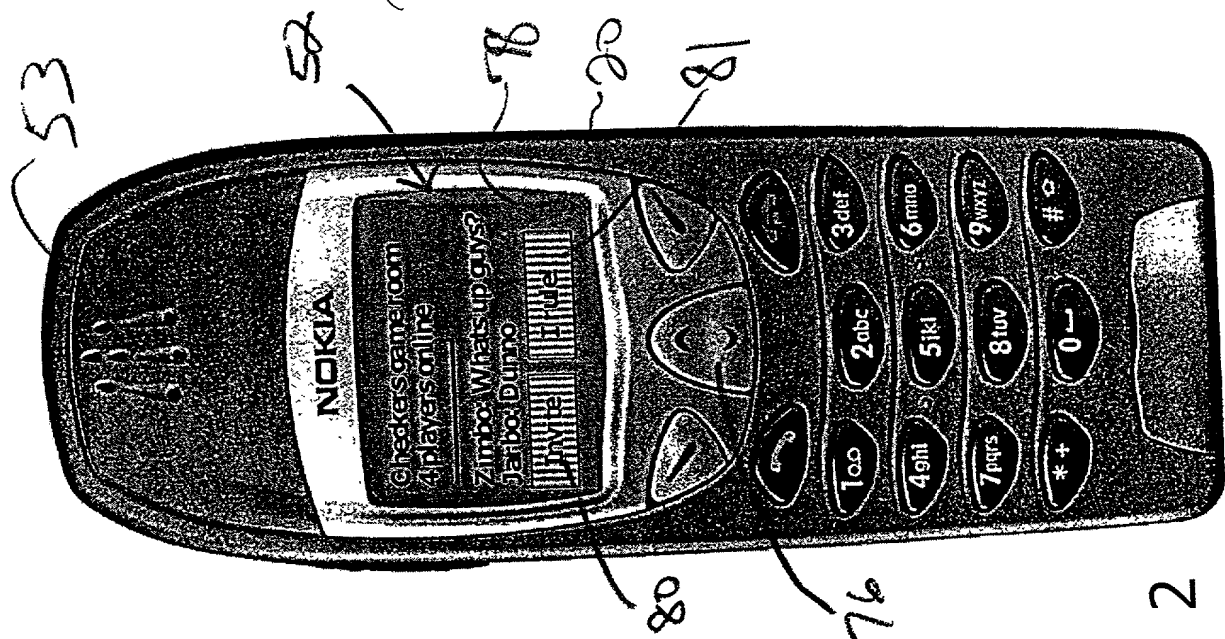


FIG. 5B

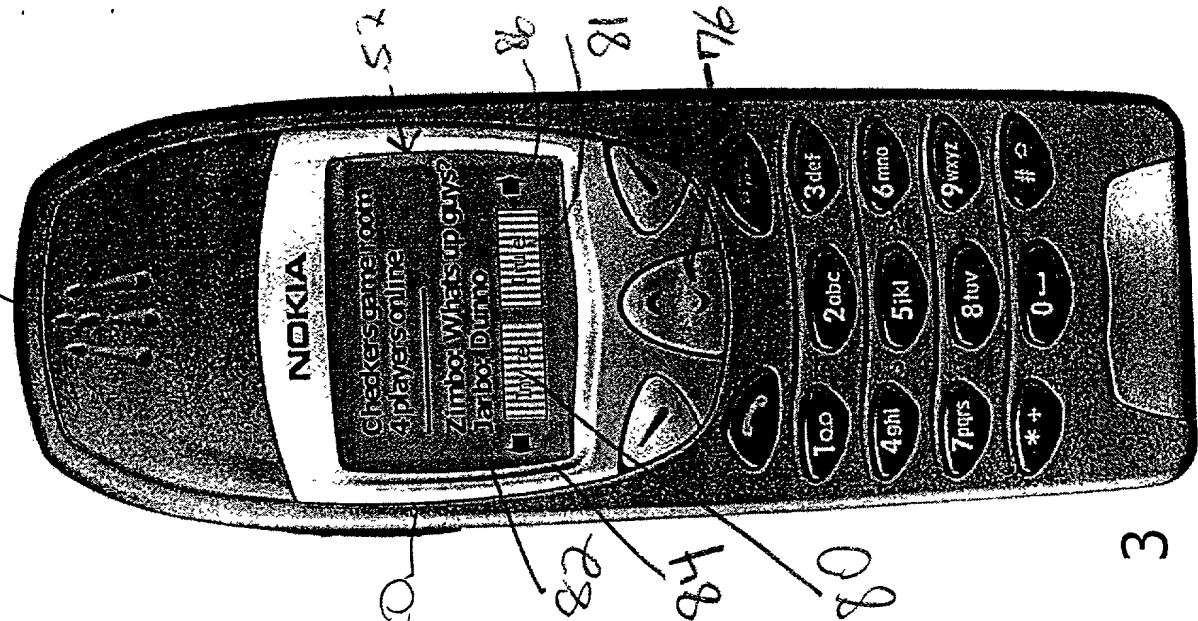


FIG. 5C

FIG 6

